GAME BOY ADVANCE®

AGB-BQ7E-US

MONSTER HOUSE™

INSTRUCTION BOOKLET

THQ®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:
  - **Convulsions**
  - **Altered vision**
  - **Eye or muscle twitching**
  - **Involuntary movements**
  - **Loss of awareness**
  - **Disorientation**
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Rev-D (L)

EVERYONE

CONTENT RATED BY ESRB

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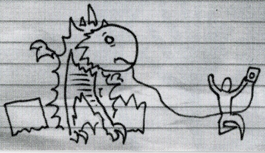
STORY

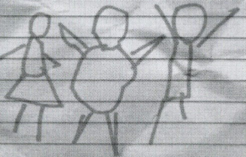
Twelve year-old D.j. Walters has been monitoring the unexplainable activities of the house across the street since he was a kid. He knows something just isn't right. Owned by the mysterious and reclusive Mr. Nebbercracker, the house has a way of making things disappear. Seems anything that lands on the old man's lawn is considered as good as gone.

Determined to find the secret to this ravenous piece of real estate, Dj and his friends Chowder and jenny concoct a plan to battle the ominous "Monster House," only to discover that it's not just things that are starting to vanish, but apparently, it's people too! Halloween, with its hordes of "trick-or-treaters," is quickly approaching, and the three friends realize there is only one choice - to go into the house and destroy it once and for all!

But before the young heroes can take action, the front door bursts open, and a huge entryway carpet turns into a giant tongue, which swallows them whole, pulling them into the belly of the beast! Armed with only their water guns for protection and a walkie-talkie to communicate, the trio must face their fears and defeat the house.

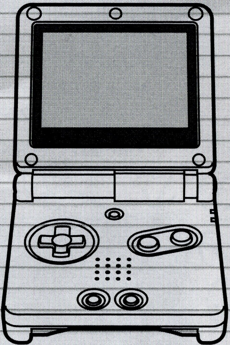
Following a series of riddles and tasks, our young heroes travel through mind-boggling mazes of pipes and plaster, searching for the furnace - the literal heart of the house. It won't be an easy journey, as every room, corridor and corner is filled with evil creatures that want to protect the house and make Dj, Chowder and jenny disappear forever.





GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *Monster House*™ into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Load Screen.



CONTROLS

BUTTON	ACTION
Menu Navigation	
Control Pad	Highlight menu selections
A Button	Confirm selection
B Button	Cancel selection; Return to previous screen
Game Controls	
Control Pad	Walk/Change Direction
Control Pad (double-tap)	Dash
A Button	Equip Item/Talk/Secondary Weapon or Item Attack
B Button	Attack
B Button (hold)	Secondary Water Gun Attack
L Button	Change Character
R Button	Perform Action (when Action Alert shows on game screen)
R Button (hold)	Strafe
START	Access Equipment/Quest Items
SELECT	Map

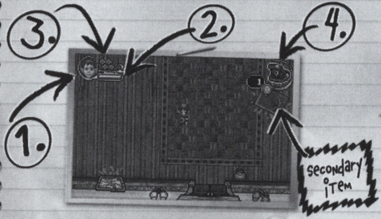
MAIN MENU/ PLAYING A GAME

MONSTER HOUSE
New Game

- **New Game** - Start your adventure
- **Load Game** - Load a saved game
- **Options** - Access the following game options:
  - **Music Volume** - Adjust the in-game music volume
  - **Sound Volume** - Adjust the in-game sound FX volume
  - **Language** - Change the language used in the game
- **Credits** - See the game credits

To start your adventure, select NEW GAME and choose an open SAVE SLOT from the Main Menu. Select YES to Create Game, then press the A Button.

The Game Screen



1. Character

Displays which character you are currently controlling. Press the L Button to switch characters.

2. Water Reservoir

Displays the remaining water left in the water gun. When it flashes, find some water bottles and reload!

3. Energy Meter

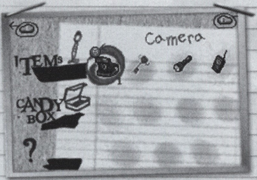
Displays the remaining energy of the character. Candy items can help you regain some energy.

4. Action Alert

Press the R Button to perform the action shown.

Secondary Item

Displays currently equipped secondary item and number of charges left.



Pausing the Game

Press START at any time to pause the game and access the in-game menu. Press the B Button to return to the game.

In-Game Menu

Use the L and R Buttons to switch between screens.

- Inventory Screen – Access/equip your collected Inventory Items here. Press the A Button to equip the selected item.
- Quest Screen – Access your collected Quest Items here.
- Gun Screen – See the upgrades you've collected for your water gun.
- Options Screen – Access the Options Menu here.
  - Music Volume – Adjust the in-game music volume.
  - Sound Volume – Adjust the in-game sound FX volume.
  - Language – Change the language used in the game.
  - Quit – Abandon your quest.
- Map Screen – Access the Monster House map here. Collect blueprints for each level of the house.

CHARACTERS

Dj

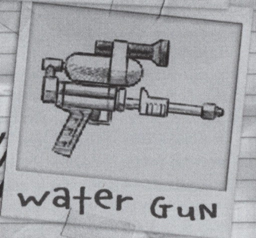
Dj is a 12-year-old boy who is obsessed by the mysteries that surround the Nebbercracker house. He lives right across from it and has been "monitoring" it for some time now...

Dj is equipped with a water gun and a camera that stuns enemies. He can also climb into areas the others cannot.

DJ

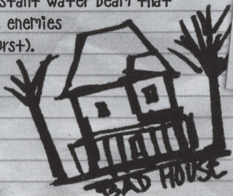
Dj's Water Gun

this water gun is perfect for medium-ranged shootouts where you don't need to move that much. Dj's water gun only does damage to a single enemy at a time.



water GUN

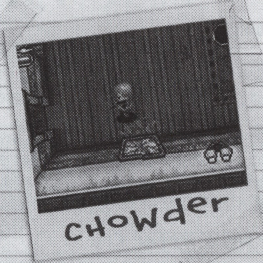
Special Attack: Water Stream
Press and hold the B Button. this sprays a constant water beam that does more damage and the attack pushes back enemies
(uses more water than the standard water burst).



Chowder

Dj's best friend, Chowder (also 12), is a slightly overweight kid who acts like the fearless hero that he is not.

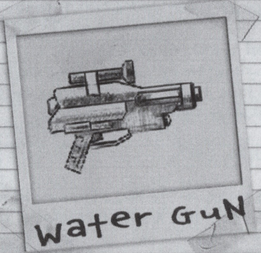
Chowder has a five-beam water gun with an integrated balloon inflating device (these water balloons do a lot of damage and cover a big area!). He can also push or pull heavier objects that Dj and jenny can't.



CHOWDER

Chowder's Water Gun

Chowder's water gun can hit multiple enemies at the same time, especially when close.



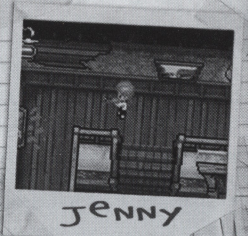
Water GuN

Special Attack: Water Charge
Press and hold the B Button with Chowder to begin the charge of his attack. Once it's charged to its maximum, release the B Button to unleash a large water blast for massive damage.
In addition, the charge attack hits more than one enemy and pushes them back (uses more water than the standard water burst).

jenny

jenny is a cute and brilliant 12-year-old girl who ends up in this adventure by mistake as she was about to sell candy to the Nebbercraker house.

She carries a unique water pistol that fires rapid bursts of smaller shots. She also has a slingshot that fires marbles. jenny uses the slingshot to perform precise, powerful shots, and to help in puzzle-solving. She can also crawl through small passages, (her special ability).

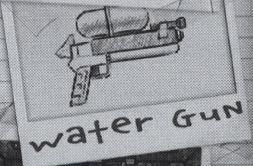


JENNY

jenny's Water Gun

jenny's water gun shoots fast but does less damage.

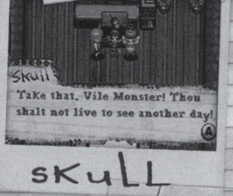
Special Attack: Water Rapid Bursts
to shoot water rapid bursts, press and hold the B Button. In addition to doing more damage, the rapid bursts attack pushes back enemies, but uses more water than the burst attack.



water GUN

Skull

An employee of the Pizza Freak restaurant, this all-wise, all-knowing, three-time thou Art Dead champion, is ready to interrupt his endless game of "thou Art Dead" to offer his supernatural expertise and advice to the kids.



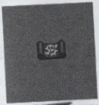
Skull
Take that, Vile Monster! Thou shalt not live to see another day!

SKULL

POWER-UPS/COLLECTABLES

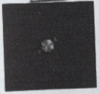
Balloon

Adds charges to Chowder's water balloons.



Blueprints

the blueprints of the house are the best way to know how to navigate inside it. When you collect one, the map of the current level becomes visible on the Map Screen.



Candy

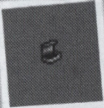
Gives you a small boost of energy.

Chocolate

Gives you a medium boost of energy.

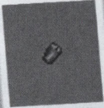
Cold Syrup

Charges up Chowder's cold syrup item.



Energy

Gives you a big boost of energy.

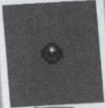


Soda Cans

Gives you the maximum boost of energy (refills your energy bar).

Flash Cubes

Adds charges to Dj's camera.

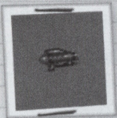


Marbles

Adds charges to jenny's slingshot.

Water

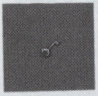
Charges up the water guns.



Water Gun Upgrades

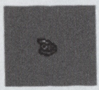
these upgrades increase the fire rate, the damage done, the range, and the ammo capacity. Upgrades are installed automatically and can be viewed on the Gun Screen in the In-Game Menu.

ITEMS/EQUIPMENT



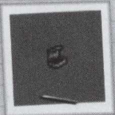
Brass key

the brass key was Nebbercracker's and was used to lock all the important things around the house. Only Dj can use the key.



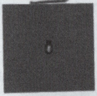
Camera

Dj's secondary weapon is a photo camera, which is mainly used to stun enemies for a limited time. Dj always used it to get evidence about the creepy house. It works with flash cubes that can be found throughout the house.



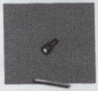
Candy Box

When the player collects a chocolate bar or a soda can, it's stored here.



Cold Syrup

Chowder's dad is a pharmacist and it gives him access to cold syrup, which is used to put the house to sleep and slow down enemies.

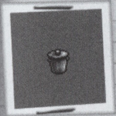


Flashlight

the flashlight illuminates dark areas. It needs to be equipped to be used, so no secondary items can be used while the flashlight is on.

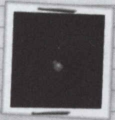
Slingshot

jenny's secondary weapon is the slingshot. It requires marbles for ammunition.



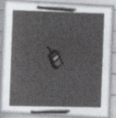
Trash Can

Jenny can use the trashcan to hide from monsters, pipes, or searching lights. While in the trashcan, Jenny is undetectable to enemies, but can't use her gun or any other ability.



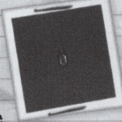
Water Balloons

Chowder's secondary weapon is the water balloon.



Walkie-Talkie

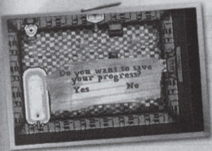
The Walkie-Talkie is the only way to communicate with people outside the house. Use it to talk to Skull, the all-knowing, all-wise pizza dude, to get a reminder on your next objective.



Water Bottles

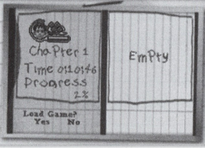
Water that is found in the bathrooms will be stored in these bottles for later use. When you're out of ammo, equip a bottle and use it to refill your weapon.

SAVING AND LOADING



Saving a Game

Saving can be done by finding a safe room in the house. Safe rooms are Bathrooms, as the house would be far too scared of attacking you there in case it flooded itself. Enter a safe room and the game will ask if you want to save your progress. Select Yes and press the A Button.



Chapter 1
Time 01:01:46
Progress 2%

Empty

Loading a Game

To load a previously saved game, from the Main Menu, select Load Game from the Main Menu, use the Control Pad to select a SAVE SLOT, then press the A Button.

TIPS

Breakables

Watch for breakable objects (like vases). these objects can contain power-ups (energy, candies, and water) or other items. to break them, pick up and throw or shoot with the water gun or other weapon.

pushable Objects

Some pushable objects are heavy and can only be pushed by Chowder.

Switches and pressure plates

the Monster House is full of different devices that lock doors and passages. Some are activated by constant pressure, some work in an on/off pattern, others are activated by pulling, and others by special equipment like the slingshot and even by weight.

puzzle Resetting

If you get stuck with a puzzle or have moved something you didn't want to, try leaving the room and re-entering. Usually the puzzle will reset and you can have another go.

Searching in the Dark

When you are searching for things with your flashlight, sometimes it's easier to hold the R Button so you can walk around and face the same direction.

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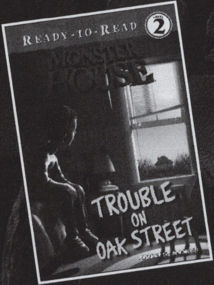
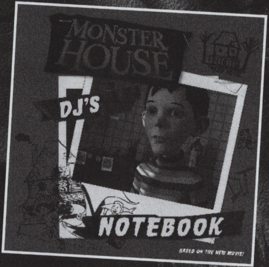
NOTES

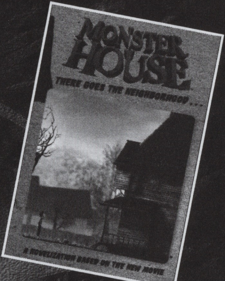
NOTES

MONSTER HOUSE™

Check out these spooky stories!


READY-TO-READ
2
MONSTER HOUSE
TROUBLE ON OAK STREET


MONSTER HOUSE
DJ'S
NOTEBOOK
BASED ON THE NEW MOVIE!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